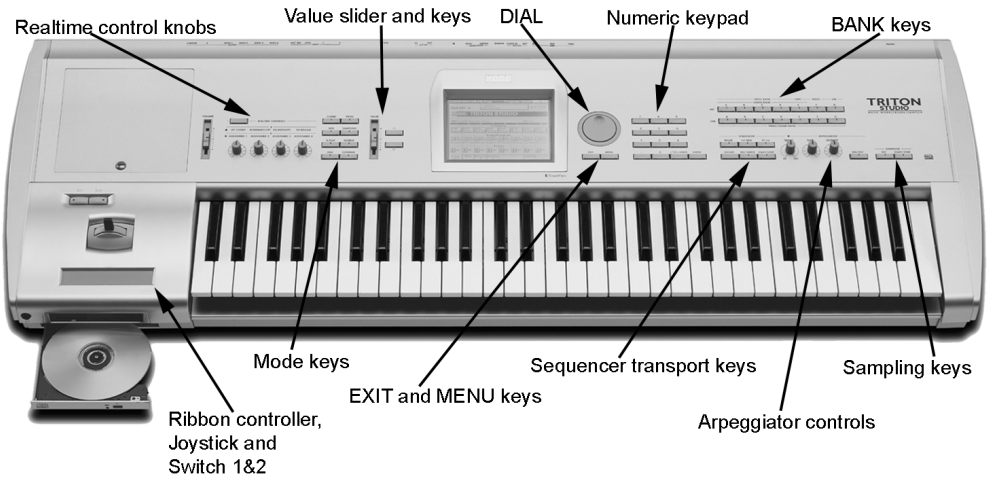
EasyStart

TRITON STUDIO
MUSIC WORKSTATION/SAMPLER

KORG



TRITON STUDIO Main Features

- Incredible sound: Up to 120 note polyphony, 48MB of waveform ROM (including a new 16MB velocity-switched stereo piano sample), expandable to 256 MB with up to seven EXB-PCM expansion boards, plus EXB-MOSS DSP synthesis board.
- 1280 onboard sounds, expandable to 3584.
- TouchView graphic interface makes navigation a breeze, and the new ultra-powerful processor is six times faster than TRITON "classic" and twice as powerful as Karma!
- World -class Effects: 102 algorithms, 5 inserts, 2 masters include sync-able effects, 3-Band EQ.
- Open Sampling System allows sampling and resampling in **all** modes: 16 MB Sample RAM (expandable to 96 MB), 48kHz sampling rate, with Time Slicing / Stretching, Cross-fade Looping, Sampling/Resampling through all insert and master effects, "Ripping" audio from CD, and resampling entire songs to internal HD as WAV files.
- Easy and creative Sequencing: 16 Tracks, 200,000 events, with Cue List and RPPR functions, shortcuts like Song Templates, preset rhythm patterns, independent track-looping.
- In-Track sampling allows sampling direct to sequencer as MIDI events –sample direct to internal hard drive as longer samples for ext. computer editing or audio CD burning!
- Dual polyphonic Arpeggiators, 507 User locations, sync-able to MIDI clock.
- Plenty of storage: Internal 5GB hard drive, floppy drive, SCSI, and optional CDRW1x8 internal drive.
- 6 outputs allow routing of any sound to any output or stereo pair with any effects!
- S/PDIF digital I/O 48kHz and compatible w/96kHz
- Optional 6-channel EXB-DI ADAT optical output and EXB-mLAN 6-channel digital audio/MIDI I/O

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Making connections and Loading the preload data

Connect AC power cable, and connect L/R audio outputs to monitor system. All factory data, including Programs, Combinations, Global data and demo song/sampling data is located on the internal hard disk, in a folder named "**PRELOAD**".

In-Store Note: *When you power **off** the TRITON STUDIO, loaded demo songs/samples will be erased from memory. For sales presentations, make sure to reload the demos each morning using the following procedure!*

! *Make sure to **backup** any of your own internal songs/sounds to the internal hard drive or floppy drive before proceeding!*

1. Press the **[DISK]** key. ➔ Press the **Load** tab in the lower left of the display.
2. Press the **Drive Select** ▶ popup button (lower left of the display) and select **HDD: INTERNAL HD**. ➔ Press the **PRELOAD** folder and press the **Open** button.

   a. **To load <u>all</u> of the factory data at once:** Press any one of the files named **PRELOAD** ➔ Press the **Load** ▼ button in the upper right corner of the display ➔ Press **Load selected** from the popup menu ➔Check the boxes for the other two **Load PRELOAD** queries ➔Make sure that the **PCG Contents** ▶ popup button (Programs, Combinations, Global data) is set to **All**, and the **Clear** radio buttons are **selected** in answer to "**Select KSC Allocation**" and **"Select SNG Allocation"** ➔ Press the **[OK]** button.

   b. **To load just the factory demo songs:** Press the file named **PRELOAD.SNG**➔ Check the box for the **Load PRELOAD.KSC** query ➔ Make sure the **Clear** radio buttons are selected in answer to "**Select KSC Allocation**"and **"Select SNG Allocation"** ➔ Press the **OK** button.

   c. **To load just the factory sounds:** Press the file named **PRELOAD.PCG** ➔ Press the **Load** button on the upper right corner of the display ➔ Press **Load selected** from the popup menu ➔ Press the **OK** button.

New!! Instantly preview Programs from internal or external drives before loading!

1. Select the **PRELOAD.PCG** file (step 2c above) ➔ Press the **Open** button ➔ Press **Program,** and then press **Open** ➔ Select any **Bank 1A-D**, and press **Open**.
2. Press any sound's name and play the keyboard: You can preview any sound from any drive by pressing its file name ***<u>before</u>*** you load it into memory! Versus loading an entire bank of Programs before hearing any sounds, this feature allows you to audition, then load just the Programs you like.

Listening to the demo songs

1. After the preload demo songs have been loaded, press the **[SEQ]** key ➔ Press the **SEQUENCER [START/STOP]** key to play the first song, "**Bullet Timing**" ➔ Playback will automatically stop at song's end, or press **[START/STOP]** at any time to stop.
2. To select another song**,** press the ▶ popup button to the left of **S000** ➔ Press the song title you'd like to hear ➔ Press **SEQUENCER [START/STOP].**

To play the Demo Cue List:

1. Press the **[MENU]** key ➔ Press **P1: Cue List (**or press **1** on the numeric keypad) ➔ Press **SEQUENCER [START/STOP] -** all songs will play in succession as well as endlessly loop from the beginning of the list ➔ Press **[START/STOP]** anytime to stop playback.

Selecting and playing Programs and Combinations

1. To select Programs, press the **[PROG]** key. To select Combinations, press the **[COMBI**] key.
2. Press one of the **[BANK]** keys to select a sound bank, followed by using the **DIAL**, **▲ / ▼** keys, or **numeric keypad** to select sounds from within the bank.

! *Factory Programs are located in* **BANKS IA-D** *(and* **G** *for General MIDI). Factory Combinations are in* **BANKS IA-D.**

Selecting Programs and Combinations by Category

1. Press the **Category** button above the Program or Combi name ➔ Scroll and press the **name** of any sound in the current category, and then you can instantly play it on the keyboard ➔ Select another category by pressing one of the **Category** tabs on the left or right side of the center menu; then audition the sounds in similar fashion ➔ Press the **OK** button when you want to access the play and edit mode pages of the selected sound.

Work with these great TRITON STUDIO Programs and Combinations:

NEW!! Program C001 and **Combination A000** showcase the new 16MB velocity-switched stereo grand piano sample, with up to 60 voices of this piano's polyphony available in addition to 60 voices of the great Triton waveforms!

PROGRAM	Name	Performance Tips
C001	C. Grand Piano	**SW1:** Octave; **Knob1:** Attack; **Ribbon:** Filter
C002	VCF Sample&Hold	**Ribbon:** Filter; **SW2:** Decimator; **Knob1:** Attack
C014	Gating Voice Pad	**Knobs 1&2:** LFO to filter; **Knob 4:** Reverb; **Try with Arp!**
C086	Acid Dist Bass	**Arp:** OFF; **SW1:** OD Off; **SW2:**Filter; **Knob 3:** Wah; **JS-Y:** Filter Envelope
D004	D' n'B Gate Kit	**Arp:** ON!**; Knob3:** Pitch; **SW1:** Ring mod
D043	Da Mute…Joy-Y	**Ribbon:** Mute; **JS-Y:** Un-mute; **Slider:** Pitch
D061	Talkin' Keys	**SW1:** Ring mod amt.; **JS-Y:** Ring mod freq.; **Knob1:** Portamento time
COMBINATION	**Name**	**Performance Tips**
A000	Stereo Piano	**SW1:** Octave; **Knob 3:** Chorus ; **Knob 4:** Reverb
A089	Bellacoola	**Ribbon:** Filter; **SW1:** Pitch; **Knob 4:** Chorus & Delay
B025	Song Of Angels	**Ribbon:** filter; **SW1:** Piano octave; **Knob 3:** Delay
B036	Wave Sequencer	**Ribbon:** Filter; **Knob 3:** Chorus; **Knob 4:** Reverb
B092	Arp Factory	**SW2:** Ring mod; **Knobs 1&2:** Auto Wah and St Comp
B100	Stutter Pad	**Arp:** ON!; **Knob 1:** Attack; **Knob 2:** Res; **SW1:** Pitch +4; **JS-Y/SW2:** Lock
C006	Alien Jungle Jam	**SW1:** Decimator; **JS-Y:** Pitch; **Knob 3:** Phaser
C095	Radio Ribbonizer	**Ribbon:** Record noise & Decimator; **Knob 1:** Scratch
D037	Mutant Hop Knbs	**Knob 1:** Cutoff; **Knob 2:** Resonance; **Knob 3:** BPM delay; **Arp:** Gate & Velo

Arpeggiator mode

TRITON has dual polyphonic arpeggiators, fully editable and syncable to MIDI clock. One program uses one arpeggio pattern - Combi or Sequence modes can use up to two arpeggio patterns at once.

1. Programs have an arpeggio pattern assigned to them even if the Arpeggiator **[ON/OFF]** key does not "wake up" in the ON position. **Example:** Select **Program C54, Wah Space Bass** ➔ Press the Arpeggiator **[ON/OFF]** key so it is on (lit) ➔ Work with the realtime controls: **TEMPO**, **GATE** (overall step length), and **VELOCITY** (loudness of arpeggiated notes) ➔ Press the **Arpeggio** tab at the bottom of the screen ➔ Work with the **Octave** radio button, change the clock **Reso** (=Resolution), check the **Keyboard** box.
2. **View the Arpeggiator grid**: Press the **[GLOBAL]** key, press **[MENU]**, press **P.6 User Arpeggio** ➔ Press the **Pattern Edit** tab ➔ The procedure to edit or create your own arpeggio patterns is covered in the Owners Manual Basic Guide, pgs. 134-137.
3. **Combinations** may have up to two arpeggio patterns assigned to them even if the Arpeggiator **[ON/OFF]** key does not "wake up" in the On position ➔ **Example:**Select **COMBI A48, Wine& Cheese** ➔ Note that **Realtime controls** affect both arps globally ➔ Press the **Arpegg. A** or **Arpegg. B** tab at the bottom of the screen to work with individual parameters ➔ Press the ► popup at the **Pat:** (Pattern) field and try substituting a different arp pattern.

Sequence mode: Creating songs quickly with Song Templates

1. Press the **[SEQ]** key ➔ Press the ► popup by **S###** (song number) and press any number **not in use** ➔ Press **OK** in response to the query **"Create new song this Song No**."
2. Press the upper right ▼ popup, and then press "**Load Template Song**" ➔ Press the ► popup in the **From:** field and select one of the **Preset** song templates (P00,etc) by pressing it. Each song selection will load eight programs to the first eight tracks, together with the appropriate effects and routing. **Before** you press **OK**…
3. Check the box **"Copy Pattern to Track too?"** and then press **OK**. ➔ Make sure that the **Pattern:** ► popup is set to **"Preset"** ➔ Press the ► popup by **P###** and select a Pattern ***in the same style*** as your Song Template choice ➔Press the **OK** button **4** to **8** times, to copy the pattern into the track for a number of measures (as noted by the **Measure** value), and then press **Exit** ➔ Press the**SEQUENCER [START/STOP]** key to audition the copied drum pattern ➔ Press the **SEQUENCER [START/STOP]** key again to stop.

! *Before you press* **OK** *to copy a pattern, you can first select a new pattern to create a mapped set of patterns in the track.*

Record a new track:

1. Press the **[LOCATE]** key to return to the to the beginning of the Song ➔ Press the ► popup to the left of **Track** beneath the Song name) and select **Track 2** (*except for the Orchestral Template, Track 2 is* ***always Bass***) ➔ Press the **[REC/WRITE]** key, and then press the **SEQUENCER [START/STOP]** key, and record **2** to **4** measures ➔ When finished, press the **SEQUENCER [START/STOP]** key to stop recording.

Set a Play Loop for track 2:

2. Press the **PlyLoop 1-8** tab at the bottom of the display ➔ Press the **Track Play Loop** checkbox for Track 2 ➔ Leave the **Loop Start Measure** at "**001"** ➔ Press the **Loop End Measure** ("001") and set it to the last measure you played on Track 2 (using ▲ **value key**, **DIAL**, or **keypad**) ➔ Press the **SEQUENCER [START/STOP]** key to play back the song and looped bass track ➔ Press the **SEQUENCER [START/STOP]** key again to stop.
3. Repeat previous steps **4** and **5** as you record additional tracks and set desired Play Loops.

! *The* **Play Intro** *checkbox when set, allows a track to play from measure 1 up until the* **Loop Start Measure** *and then begin looping the selected measures.*

New!! Copy from a Dual-Arp Combi and Set the Song for Multi-channel recording

1. Create a new song as above ➔ Press upper right ▼ popup and press "**Copy from Combi**" ➔ Example: Select **B01**, **Wack Attack**.
2. Check the box "**with Effects**" ➔ Make sure the radio button for Tracks **1 to 8** is selected ➔ Check the box "**Auto adjust Arp setting for Multi REC**": Note that the first eight tracks have all been armed for Recording.
3. Record a few measures as above, and listen to the playback: The sequencer assigned the correct **MIDI channels to the tracks with active arpeggation**.
4. Press the **[MENU]** key, then **Page 2, Trk Param**. ➔ Press the tab for **MIDI Ch 9-16**, and select and change tracks 10-16 (OFF) to **INT**.

…Continue by Automating the Mix:

5. Press the **Preference** tab, then press the **Overdub** radio button under **Recording Setup**.
6. Press the **Mixer 1-8** tab at the bottom of the screen, and select a track from the previous steps for mixing by pressing its "**fader**".
7. Press the **[REC/WRITE]** key, followed by the **SEQUENCER [START/STOP]** key, and record volume changes on the track by using the **DIAL** or the **VALUE slider** ➔ Press the **SEQUENCER [START/STOP]** key when finished.
8. Press the **SEQUENCER [START/STOP]** key again, to audition the results - the volume parameter and value will update as the song plays back. *Note that track pan messages may be recorded in similar fashion.*

Using the Compare function as 'UNDO' in Sequence mode:

If you are dissatisfied with a 'take' or a recorded mix, press the **[COMPARE]** key once so it is lit: it serves as "one level of Undo". Simply Record again while the **[COMPARE]** key is lit, and you'll record new data in the current track. "Toggle" the **[COMPARE]** key to listen to both "takes". *Note that moving to, and recording/editing another track (or leaving sequence mode) will clear the Compare buffer. Before you begin work on a new track, make sure that the currently selected state of Compare contains the data that you want to keep!*

Examine the effects in your Song Template: 5 Insert FX, 2 Master FX, and Global 3-Band EQ!

1. Press the **[MENU]** key, then **P.8 Insert Effect** to view the (up to) 5 stereo Insert Effects loaded with the Song Template ➔ Look at the field labeled **IFX/Indiv. Out BUS Select** ➔ Tracks whose ▶ popup is assigned to **L/R** are fed directly into the **Master Effects** by the values in the **Send1 (MFX1)** and **Send 2 (MFX2)** rows. ➔ Tracks whose ▶ popup is assigned to **IFX#** are assigned to the Insert Effects visible in the top half of the display.
2. Press the ▶ popup for **Track 2** (your bass track): the second column contains the choices for assigning a track to one or two of the TRITON STUDIO's **4 auxiliary outputs**.
3. Press the **Insert FX** tab at the bottom of the display to see an expanded view of the currently selected Insert effects ➔ The **Send1** and **Send2** rows govern how much an Insert Effect is being fed to the Master Effects ➔ Click on one of the ▶ popups in the **Insert Effects** row: Just like the TRITON STUDIO's sounds, effects are arranged in categories ➔ Press any other effect algorithm in the current category to choose it, or press one of the **effect category tabs** on the left side of the display, to choose an effect from another category ➔ Press one of the five **IFX** tabs to view all the parameters of the currently selected Insert Effect ➔ Press any of the ▶ popups (other than **Control Ch.**) to view the 32 available Dynamic Modulation Sources. (Note that the Control Ch. ▶ popup allows control of a given effect by a specific MIDI channel of the sequencer)
4. **Press P.9 Master Effect** to view the 2 Master Effects chosen by the Song Template ➔ Press one of the ▶ popups by **MFX1** or **MFX 2** to substitute effect algorithms as on the **IFX** page ➔ Press either the **[MFX1]** or **[MFX2]** tab at the bottom to view and edit the currently selected effect's parameters ➔ Press the **Master EQ** tab to view and edit the global 3-Band EQ.

Sampling mode

The TRITON STUDIO samples at 48kHz, 16-bit, in mono or stereo. With the provided 16 MB, the TRITON STUDIO is capable of recording samples of up to 174 seconds @ mono, or 87 seconds @ stereo. Fully expanded with SIMM modules to 96 MB, it allows about 17.4 mono minutes or 8.6 stereo minutes of sampling.

! *Three 32 MB SIMM modules can be user-installed to fully-expand sample ram to 96 MB. The correct SIMMS are 72-pin, non-parity, ECO or Fast Page (FPM) DRAM SIMM, 60 ns (nanoseconds) or faster, 11-bit addressing.*

Recording "one-shot" vocal samples

! *Before proceeding, clear the TRITON STUDIO's sample RAM by powering **OFF**, then **ON**. Alternatively you can delete all Multisamples and Samples in SAMPLING mode: From the page menu select "Delete MS" and check both "All Multisamples" and "Delete Samples too?" boxes.*

1. Connect a microphone to the **[AUDIO INPUT 1]** jack on the rear panel, set the **MIC/LINE** switch to **MIC**, and set the **LEVEL** control to the 12 o'clock position.
2. Press the **[SAMPLING]** key ➔ Press the **[Input Setup]** tab ➔ In the **Input 1** field, press the ▶ popup by **BUS(IFX) Select:** and choose **L/R** ➔ Set **Input 1 Pan:** to **"C064"** with the **DIAL** or **numeric keypad** ➔ In the **Recording Setup** field, press the **Auto** radio button, set the **Threshold** to **–30 db**, and set **Pre Trigger REC:** to **5ms** with the **DIAL** or **keypad.**
3. Press the **[Recording]** tab and make sure that **"MS"** (Multisample) is set to **"000:new MS____000"** ➔ Set both the **OrigKey** and **TopKey** fields to a value of **"C2"**. The easiest way to set this is by **holding down** the **[ENTER]** key and pressing the **[C2]** key on the keyboard. ➔ Under the **REC Sample Setup** field, touch the ▶ popup next to **Sample Mode:** and set to **"L-Mono".**
4. Press the **Preference** tab and set the **Zone Range** to **1key** with the **DIAL** or **numeric keypad**.
5. Press the **Recording** tab ➔ Press the **SAMPLING [REC]** key to "arm" the sampler, and then speak into the microphone. If **"ADC Overload"** flashes above the "level indicators", lower the rear panel **LEVEL** control until this message no longer flashes ➔ Press the **dB "fader**" in the **Recording Level** field and adjust with the **DIAL** while speaking into the mic. Set this for a "hot" signal level, but watch and adjust if the display indicates, **"CLIP"**.
6. Press the **SAMPLING [START/STOP]** key and say the word, **"Sampling"** ➔ Press **SAMPLING [START/STOP]** again to stop sampling, and then press the **Create** button in the display**.** Note that the "keyboard" display moves to the next key after you press "Create".
7. Press the **SAMPLING [REC]**key ➔ Press the **SAMPLING [START/STOP]** key and say, **"is easy"** ➔ Press **SAMPLING [START/STOP]** again to stop sampling, then press **Create.**
8. Press the **SAMPLING [REC]**key ➔ Press the **SAMPLING [START/STOP]** key and say, **"with the"** ➔ Press **SAMPLING [START/STOP]** again to stop sampling, then press **Create.**
9. Press the **SAMPLING [REC]**key ➔ Press the **SAMPLING [START/STOP]** key and say, **"TRITON STUDIO "** ➔ Press **SAMPLING [START/STOP]** again to stop sampling.
10. That's it! Now play the keyboard: play each note (half-step) from **[C2]** to **[D#2]**, and you'll hear the sampled words, **"Sampling is easy with the TRITON STUDIO"**.

…Continue by sampling through one of the TRITON STUDIO's 102 Insert effects:

11. Press the **Input Setup** tab ➔ In the **Input 1** field, press the ▶ popup by **BUS**(**IFX**) **Select** and choose **IFX1**.
12. Press the**[MENU]** key, and then press **P8: Insert Efffect.** ➔ Press the **OFF** toggle button in the **IFX1** box to turn it **ON**, and then make sure that **000:** "**No Effect**" is highlighted. ➔ Use the **numeric keypad** to enter **5** > **2**, and then press the **[ENTER]** key ("52: Reverb Hall") ➔ Speak into the microphone to hear the effect being applied ➔ Press the **IFX1** tab at the bottom of the screen to view and edit the effect parameters.
13. Press the **[MENU]** key, then press **P0: Recording** ➔ Press the**Recording** tab, then press the **SAMPLING [REC/WRITE]** key to "arm" the sampler ➔ Speak into the mic and adjust the recording level as needed.
14. Press **Create** to make a new index in the multisample ➔ Press the **SAMPLING [START/STOP]** key, speak to sample ➔ Press **SAMPLING [START/STOP]** again to stop sampling. The new sample will playback on key **[E2]** – the next available index.

New!! Sampling in Program, Combi, or Sequence modes

The TRITON STUDIO easily allows sampling in Program, Combi or Sequence Mode. *Note that there is a* **Sampling** *tab on the main play page of each mode.* The following Combi example illustrates the procedure for all three modes:

1. Press the **[Combi]** key and select **A032,** "**SKOOL of FUNK**"**:** The objective is to sample all this information,(up to 8 Timbres, 7 Effects, and 2 polyphonic Arps) as **a single** new event, freeing up tracks and polyphony in sequencing.
2. Press the **Sampling** tab at the bottom of the display ➔ Make sure that the **Input** ▶ popup is set to **Analog** ➔ Press the **SAMPLING [REC]** key and adjust the level as in step 5 above ➔ When finished, press the **SAMPLING [REC]** key again ➔ Turn **OFF** the **ARPEGGIATOR [ON/OFF]** key.
3. In the **Sampling Setup field** set **Source BUS** to **L/R** ➔ Set **Trigger to Note On** ➔ Set **Save to** to **RAM** ➔ Set **Mode** to **Stereo**.
4. Press the upper right corner ▼ popup and press **Select Bank & Sample No**. ➔ Check the box in reply to **Convert to Program** and select a Program destination ➔ Press the ▶ popup by **MS** and select the next empty Multisample slot (**MS001** assuming that you've performed the previous "One-shot" tutorial): **Orig. Key** will then default to **C2** ➔ Press **OK**.
5. Turn on the **ARP [ON/OFF]** switch ➔ Press the **SAMPLING [REC]** key ➔ Press the **SAMPLING [START/STOP**] key ➔ Play the keyboard ➔ When finished, turn off the **SAMPLING [REC]** and **ARP [ON/OFF]** keys.
6. Press the **[PROG]** key and select the Program you selected in step 4: Play **[C2]** and hear your entire phrase as one sample!

Tip! *Try the previous exercise using another "realtime controllable" Combination like* ***C095 Radio Ribbonizer*** *– but this time,* ***as you sample****, work with the* ***REALTIME CONTROLS****,* ***RIBBON****,* ***JOYSTICK*** *and* ***ARPEGGIATOR CONTROLS*** *– all your controller movements are recorded in your new sample, available for use as a* ***single*** *MIDI event in your sequences!*

New!! In-Track Sampling in Sequence mode

TRITON STUDIO allows an external audio input (a guitar or mic for example) to easily be sampled and assigned a trigger note to an empty sequence track in order to play back at the correct location. The following example shows the procedure utilizing the mic you've previously connected to Audio Input 1.

1. Clear the Sample RAM, but ***not*** your Sequences: To do this, press the **[SAMPLING]** mode key, press the upper right corner ▼ popup and press **Delete MS** ➔ Check both boxes **All Multisamples** and **Delete samples Too?** ➔ Press **OK**
2. Press the **[SEQUENCE]** mode key and select one of the songs you created from the steps above. ➔ Press the **Sampling** tab in the display.

3. Make sure that the **Input 1** ▶ popup is set to **Analog** ➔ Check that **Input 1's Level** is set to **127** and that **Pan** is set to **L000** ➔ Set the ▶ popup for **BUS (IFX/Indiv.) Select** to **1/2.** ➔ Set **Mode** to **Mono.**
4. In the **Sampling Setup** field set **Source BUS** to **Indiv. 1/2** ➔ Unplug the cable from **AUDIO OUTPUT R** and insert it into **INDIVIDUAL OUTPUT 1** – to monitor what is sent to the sampler.
5. Press the upper right corner ▼ popup and press **Select Bank & Sample No.** ➔ Check the **Convert to Program** box and select a Program (for example: **E-G127**) ➔ Check the **Convert to Seq. Event** box and select an empty track (**Track 16** for example) ➔ Press **OK.**
6. Check the recording level by "arming" the sampler: Press the **SAMPLING [REC]** key and speak into the mic, and adjust the level as needed ➔ Press the **SAMPLING [START/STOP]** key ➔ Press the **SEQUENCER [START/STOP]** key and sing or speak into the mic ➔ Press the **SAMPLING [START/STOP]** key and the **Sequencer [START/STOP]** key to halt sampling and song playback.
7. Press the **[LOCATE]** key, then press the **SEQUENCER [START/STOP]** key to hear your song with its in-track sample!
8. Unplug the cable from the **INDIVIDUAL OUTPUT 1** jack, and insert it back into the **AUDIO OUTPUT R** jack.

NEW!! Resampling your entire performance as a WAV file to the internal hard disk

TRITON STUDIO lets you easily resample the above performance (sequence and all in-track samples) as a WAV file to the internal hard drive, or via SCSI to an external drive. A maximum of 80 minutes can be written in one operation! With the CDRW-1 option, the WAV files you've re-sampled can be burned to an audio CD! (See the Getting Started Guide, pp.115-116 for more info.)

1. Remain in **Sequence** mode, **re-selecting** the song you created in the steps above ➔ Press the **Sampling** tab ➔ In the **Sampling Setup** field set **Source BUS** to **L/R** ➔ Set **Trigger** to **Seq. START SW**. ➔ Set **Save To** to **DISK** ➔ Set **Mode** to **Stereo**.
2. Press the upper right corner ▼ popup and press **Select Directory** ➔ Name your file, leaving **Take No. checked** (This Take number becomes the final two characters of your file name.) ➔ Press **Done**.
3. In the **Sampling Setup** field set **Sampling Time** to a figure **slightly greater** than the song's length ➔ Set level: Press the **SAMPLING [REC]** key, wait until it is **solidly lit**, then press the **SEQUENCER [START/STOP]** key and adjust the sampling level.
4. Press the **[LOCATE]** key to return to the beginning of the song ➔ Press **SAMPLING [START/STOP]** , then press **Sequencer [START/STOP]** ➔ Press **SAMPLING [START/STOP]** and **Sequencer [START/STOP]** when done.
5. Press the upper right corner ▼ popup and press **Select Directory** ➔ Press the file name you chose, and press the **SAMPLING [START/STOP]** key to audition the WAV file. *That's it!*

NEW!! Creating an audio CD from WAV files

With the CDRW-1x8 option or an external CDRW drive connected via SCSI, the TRITON STUDIO lets you assemble a list of WAV files and burn them to an audio CD!

1. Press the **[DISK]** mode key ➔ Press the **Make Audio CD** tab ➔ Press **====End=====** and press **Insert** ➔ Select the Drive and desired WAV file (you can audition it by pressing the **SAMPLING [START/STOP]** key) and press **Insert**.
2. Insert a blank CD-R or CD-RW into the CDRW-1x8 drive (or connected external CDRW drive) ➔ Press the lower left ▶ popup to select the drive **CDD** ➔ Press the upper right ▼ popup and press **Write to CD** ➔ Specify the writing speed -You can choose to run a test for errors at selected writing speed ➔ Set **Mode** to **Write** ➔ If this is the only, or final WAV file to be burned to this CD,check **Execute Finalize too** ➔ Press **OK**.
3. The resulting audio CD, once finalized, can be played by pressing the **Play Audio CD** tab.

! *See the TRITON STUDIO Getting Started Guide, pp. 116-117 for more information.*

NEW!! Ripping audio from a CD

Digital data from an audio CD in the CDRW-1 option can be imported as sample data in the digital domain. This process is known as "ripping".

1. Insert an audio CD into the CDRW-1 ➔ Press the **[SAMPLING]** mode key ➔ In the **Input** Setup tab, check that the **Input ▶** popup is set to **Analog** ➔ Set levels to **127** for both **Inputs 1** and **2** ➔ Set **Pan** of **Input 1** to **L000** and **Pan** of **Input 2** to **R127** ➔ Set **BUS(IFX/Indiv.)** to **L/R** for both **Inputs 1** and **2**.
2. Press the **[MENU]** key, then press **P.5 Audio CD** ➔ Check that **Drive** is set to **CDD: Audio CD** (or ID# for external CDRW) ➔ Select the CD **Track ▶** that you want to rip ➔ Press the **Volume "slider"** in the display and use the **DIAL** to set CD playback level ➔ Press the **SEQUENCER [START/STOP]** key to begin playback, and press the **[ENTER]** key to make markers defining the ripping **Range Start** and **Range End**. ➔ Press the **SEQUENCER [START/STOP]** key to stop playback. *Note that the Range Start and End points can be selected and values changed with the DIAL or numeric keypad. You can then playback, re-entering start to end points to determine the exact range for ripping to occur.*
3. Press the upper right **▼** popup and press **Destination** ➔ Select **RAM** as the destination if you want to place this digital data in sample memory ➔ Press **OK.** Now you can continue to edit the ripped audio sample in Sampling mode.*(Note that selecting **DISK** sets the ripped audio data destination as the internal hard disk)*

Important Owner's Manual References

Basic Program and Combination editing	Basic Guide, pgs. 34 and 35
Copying a Combination to the Sequencer	Basic Guide, pgs. 95-97
Creating and Recording RPPR (Realtime Pattern Play/Record)	Basic Guide, pgs. 93-95
Sampling: Converting a Multisample to a Program	Basic Guide, pg. 112
Sample Looping, Time Slicing and advanced Sample editing	Basic Guide, pgs 104-110; Param Guide, pgs. 107-118
In-Track Sampling	Basic Guide, pg. 115-116
Resampling song playback to create a WAV file	Basic Guide, pg. 116
Creating an Audio CD from WAV files	Basic Guide, pg. 118
Creating a user arpeggio pattern	Basic Guide, pgs. 134-137
Effect Guide	Param Guide, pg. 177
Alternate Modulation	Param Guide, pg. 241
Dynamic Modulation	Param Guide, pg. 246
Routing Individual Outputs	Param Guide, pg. 185